## **NOITAMAOTIII**

## will ascend 207 ft. sea level. In total you you will be 64 ft above and at its highest pint be 3 ft above sea level its lowest point you will This is an easy walk. At

They take in the beautiful

at The Three Mariners, Oare.

These walks start and finish

The Three Mariners, Oare



## Paths

and grass. agricultural land lanes, stony tracks, A variety of country

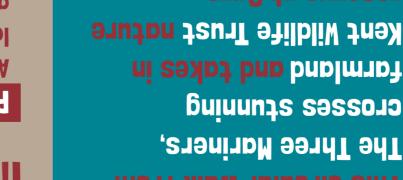
Allow: Long 2 1/4 hours

Miles: Long 5 miles

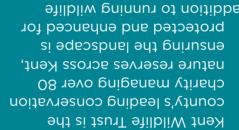
Distance & Time

Short 3 miles





bird species and enjoy stunning scenery. is the opportunity to see a wide range of seawall. While walking this route there marsh, freshwater dykes, saltmarsh and wetland birds and consists of grazing for migratory, overwintering and breeding The reserve is of international importance



reintroduction projects throughout Kent. wildlife in addition to running wildlife

www.kentwildlifetrust.org.uk

Kent Wildlife Trust. Registered Charity no. 239992

Trust

**Kent** 

to change from time to time. landscape is farmed and is subject hazards. Please be aware that the as on all footpaths for trip and slip walking on country lanes as well take care of passing traffic when markers or signposts. Please generally marked by small circular remain as published here and are them. The public footpaths should bnif uoy wod felt how you find livestock may be in fields, and kept under control all times as Please note that dogs must be



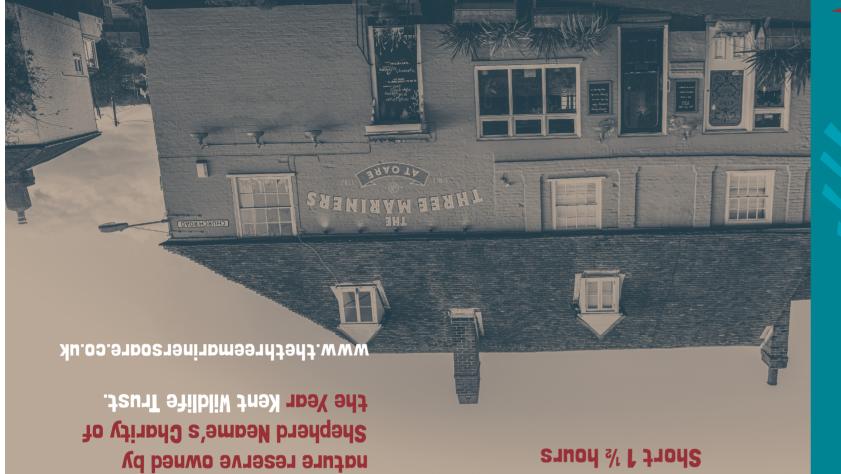
from you!

#2peb2malk2

www.shepherdneame.co.uk/walks







## THREE MARINERS



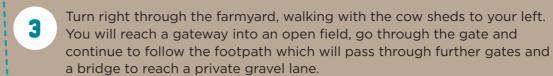
Starting from the pub car park; turn right onto The Street, pass Church Road on your right and continue until the road begins to bear to the left. Cross over The Street onto Uplees Road and follow the footpath sign on the left. This will take you on a diagonal route through an open field.

If you want to take the shorter route, turn right out of the pub car park onto The Street and turn immediately right onto Church Road.

Continue carefully along Church Road for 1 1/3 miles, passing the car park on your right and onto the Sea Wall picking up at (9).



The footpath will reach a T junction taking you on to a farm track after ½ mile. At the junction turn left towards the houses. Continue along this pathway, crossing over the road, remaining in a straight direction, through two further open fields until you reach the farmyard opposite Luddenham Church.





Turn left onto the private lane, passing by Poplar Hall on the left, until you reach a gate. Pass through the gate and continue along the footpath to reach a second gate.

Passing through the second gate the footpath continues diagonally across the field. You will walk between two electricity pylons, towards a wooden bridge. Cross the bridge and pass through a further gate to reach a crossroads.

Go straight across the crossroads where you will pass through two further gates to reach Uplees Road.

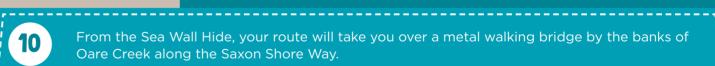


When you reach the road, cross over it passing Uplees Lodge on your left, and follow the restricted byway route. After  $\frac{1}{4}$  mile you will reach the end of the byway and will enter into Oare Marshes. After  $\frac{1}{2}$  a mile you will reach a wide gate, pass through the gate and up a small incline to reach the sea wall.

Once on the Sea Wall, you will want to follow the clear pathway to your right. Follow the pathway for ½ mile when you will reach the end of Church Road and a car park.

From the longer route, continue straight along the Sea Wall and you will reach the Sea Wall Hide.

If you have taken the shorter route, you will join here.



Follow the footpath, you will reach the boat yard to your left where the path narrows to lead you through a gate and onto the road.

Turn right onto the road where you will see your starting point of the pub car park on your right hand side.